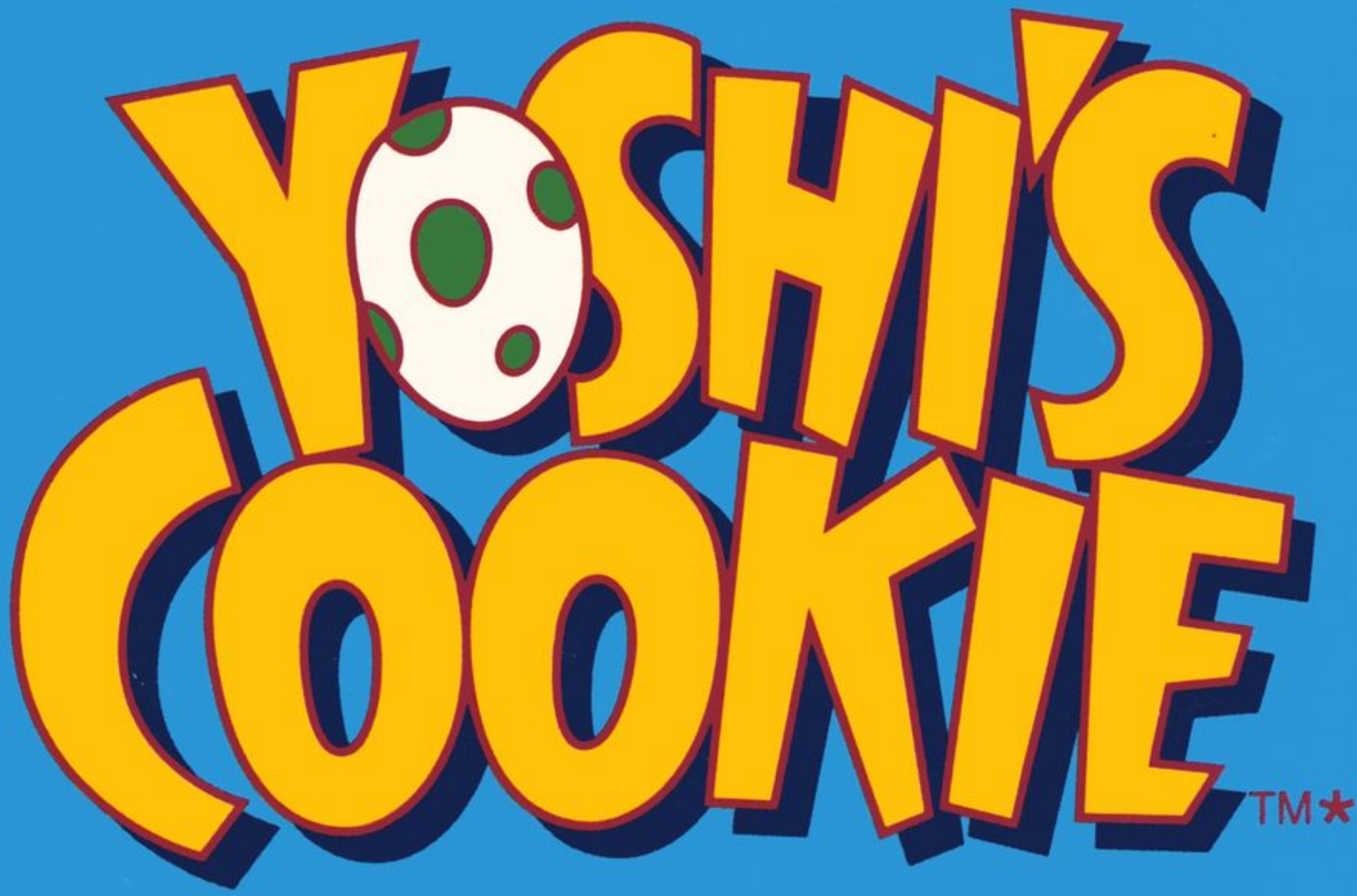
NES-CH-USA



INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

⚠WARNING⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion,and/or convulsions.

Thank you for purchasing the Yoshi's Cookie™ game pak for your Nintendo Entertainment System®.

Please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet and warranty in a safe place for future reference.

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PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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SHAKE AND BAKE

WITH YOSHI™

Yoshi's Cookie is a fast-paced puzzle game that can be enjoyed by everyone as it is easy to play, but challenging to complete! To play, move the randomly placed cookies (HEART, FLOWER, DIAMOND, CHECK, CIRCLE, and YOSHI [Yoshi's face]) into rows and columns of cookies with similar patterns. When you successfully assemble a row or column of the same cookies, the line will disappear and you can start working on a new row or column. The "Yoshi" Cookie is very special in both the 1-player game, a screen-clearing game, and the 2-player game, a race that lets you test a friend's skill. Since the Yoshi Cookie is the key to both games, you must use it wisely to avoid sticky situations.

HEART

FLOWER

DIAMOND

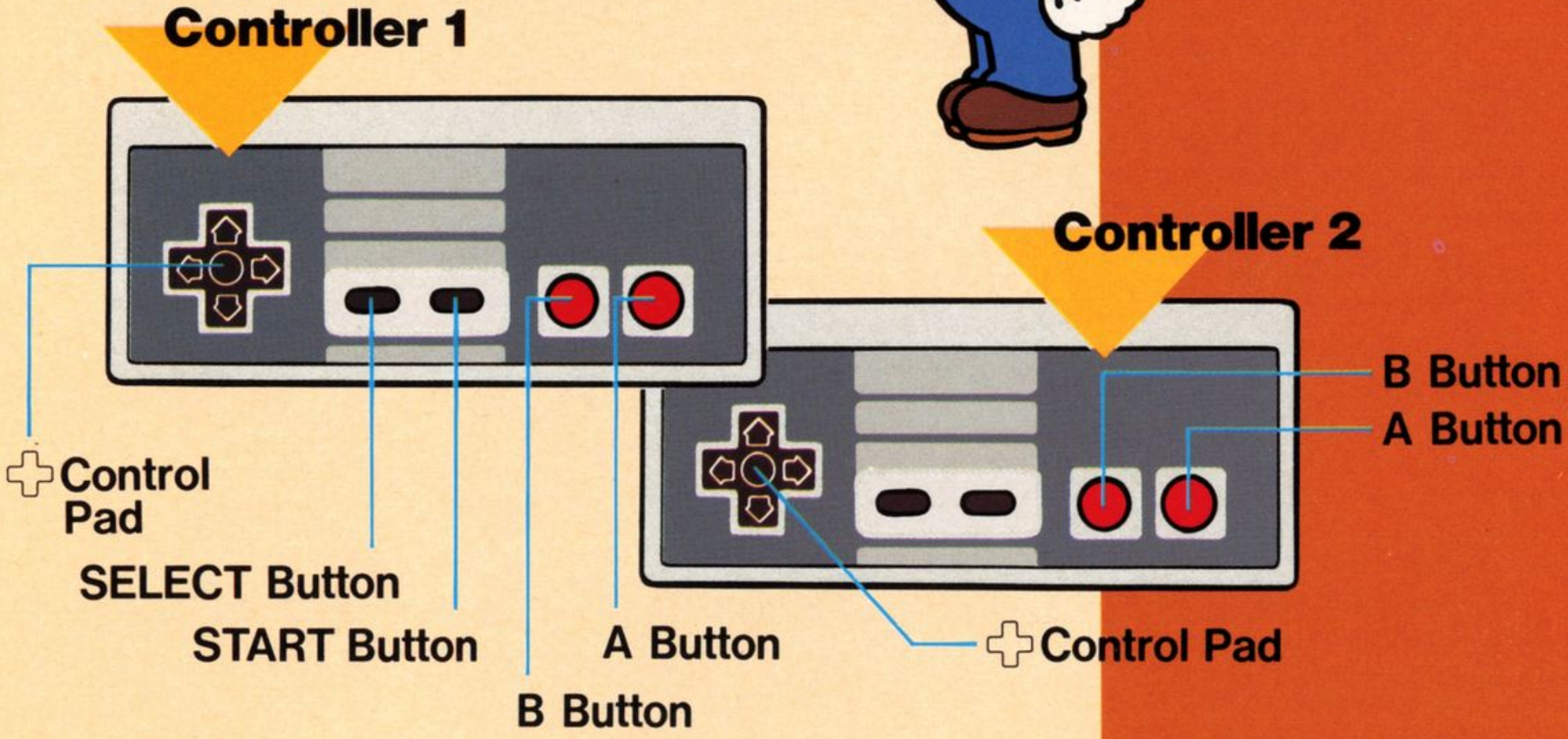
CHECK

CIRCLE

YOSHI

HOW TO USE THE CONTROLLER

*Use Controller [1] when playing a 1-player game. Use Controllers [1] and [2] when playing with an opponent.



BUTTON OPERATIONS FOR BASIC PLAY

START Button:

(1) Press the START Button to start the game.
(2) Press the START Button during the game to pause the game (the cookies will disappear from the screen and the "PAUSE" message will appear). Press the START Button again to resume your game.

✣Control Pad:

Use the ✣Control Pad to move the cursor (+) in the playing area.

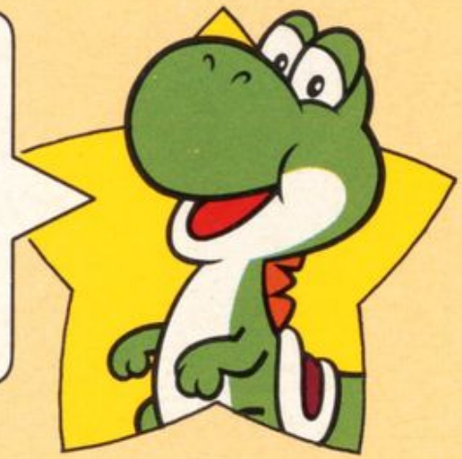
Examples:

(1) Press right on the ✣Control Pad to move the cursor to the right.

(2) Press up on the ✣Control Pad to move the cursor up.

HINT FROM YOSHI

Think of the cookies at the far edges of the rows and columns as being side by side. For example, if you move one of the top cookies up, it will appear at the bottom of the vertical column. Likewise, if you move one of the right-hand cookies to the right, it will appear on the left side of the horizontal row.

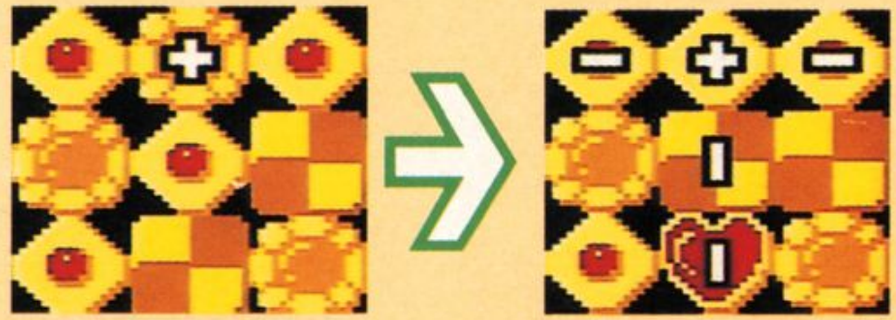


A Button:

Hold down the A Button and press the ✣Control Pad to move the cookies from row to row.

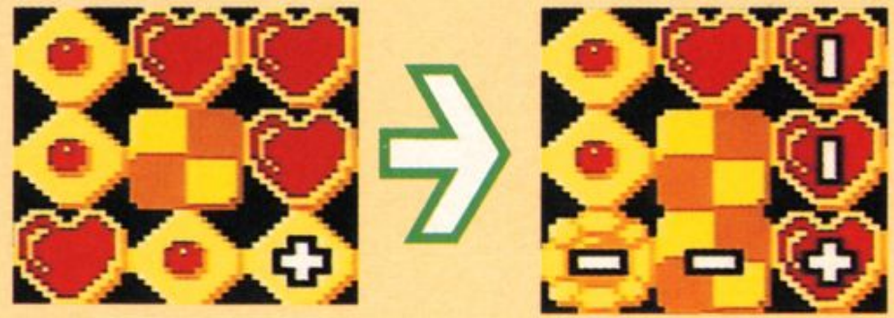
Example (1):

Hold down the A Button and press up on the ✣Control Pad to move the selected cookie and the cursor (+) to form a row of diamond cookies.



Example (2):

Hold down the A Button and press right on the ✣Control Pad to move the selected cookie and eliminate a row of heart-shaped cookies.



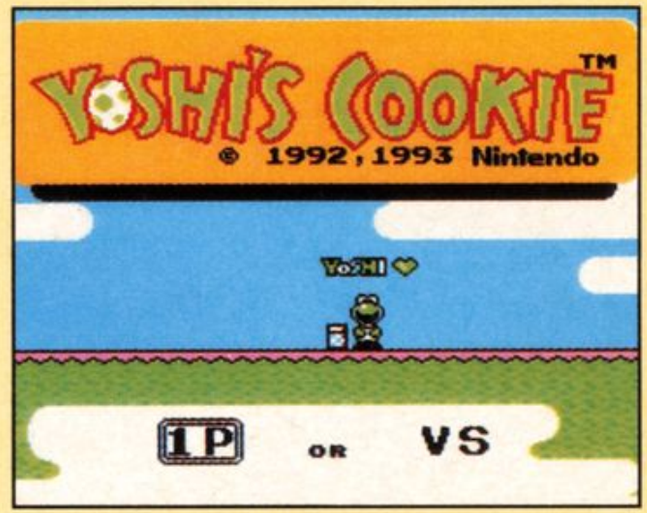
B Button:

In the one player game, you can use the B Button to make the new cookies drop faster.

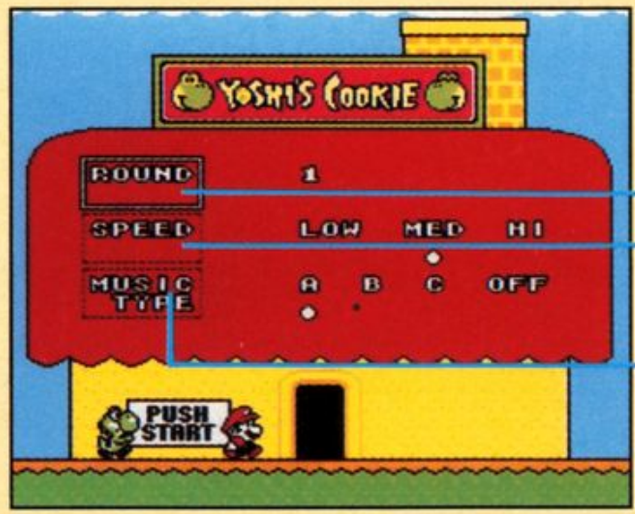
LET'S START THE GAME

Correctly insert the cartridge into the Nintendo Entertainment System (NES) and depress the power switch on the NES to the ON position.

Use either the ✣Control Pad or the SELECT Button to select the 1P (1-player) or VS. (2-player) games. Then press the START Button to display the menu screen.



LET'S SET THE MENU



Menu Screen
1-Player Game

- Round
- Speed
- Music Type

ROUND: 1 to 10

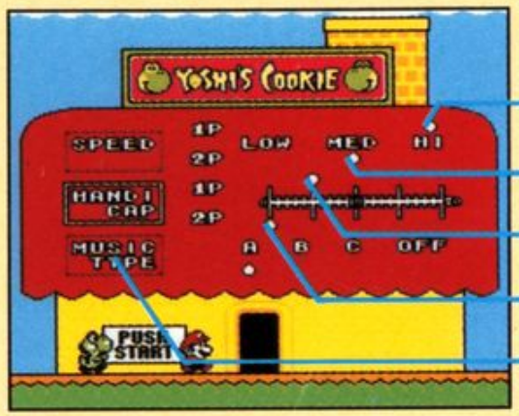
This displays the game's difficulty level. Use either the ✣Control Pad or the SELECT Button to make the game more or less challenging.

SPEED: LOW [slow], MED [medium], HI [fast]

This changes the speed at which the new cookies appear on the screen.

MUSIC TYPE: A, B, C, or OFF

Use this to select the background music. Select "OFF" to stop the music.



Menu Screen for VS. Game

- Player [1] Time Speed
- Player [2] Time Speed
- Player [1] Handicap
- Player [2] Handicap
- Music Type

TIME SPEED: LOW [slow], MED [medium], HI [fast]

In the VS. mode, both players can adjust the speed of their individual time gauges. This function can be used to handicap more experienced players.

HANDICAP: 0 to 20

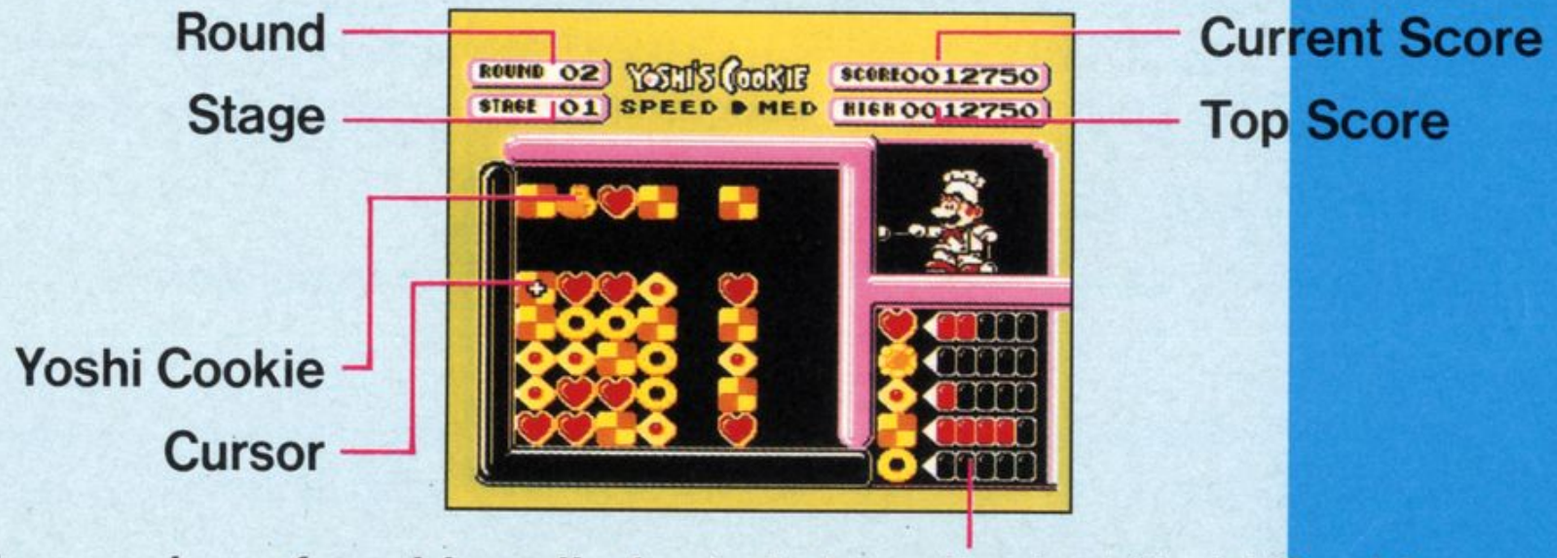
Use this to give a player with less experience a head start.

*To select the items to be set, press up and down on the ✣ Control Pad. To set each of the levels, press left and right on the ✣ Control Pad. Once you've finished using the menu screen, press the START Button to start the game.

HOW TO PLAY A 1-PLAYER GAME

To play the one player game, line up similar cookies in vertical columns or horizontal rows to make the completed columns and rows disappear. From time to time, the very special Yoshi Cookie will appear. Since it's a wild card, you can match the Yoshi Cookie with any of the other cookies! Get rid of all the cookies on the screen to clear the stage. If you clear 10 stages, you will advance to the next round. However, the game ends if your pile of cookies expands to the edges of the screen.

GAME SCREEN



SCORING

Eliminate rows and columns of cookies to score. If you can get rid of a long row, or simultaneously or continuously remove several rows, you'll be rewarded with a better score. You'll also get bonus points if a Yoshi Cookie is in the row or column that you are discarding.

2-cookie row 10points	4-cookie row 40points	6-cookie row 160points
3-cookie row 20points	5-cookie row 80points	7-cookie row 320points

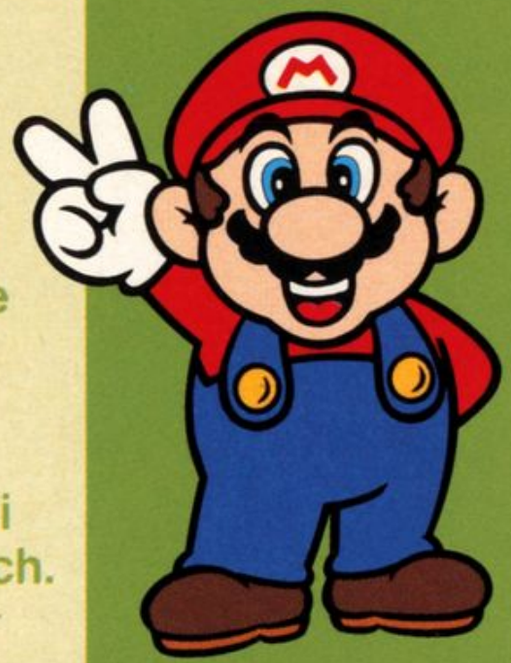
HINT FROM YOSHI

You'll receive 1 Yoshi Cookie each time you eliminate 15 similar cookies. Use the graph in the lower right corner of the screen as a guideline. If you complete ROUND 10, you'll get a special message from Mario.

Simultaneously deleting 2 rows	The score of the 1st deleted row + the score of the 2nd deleted row × 2
Simultaneously deleting 3 rows	The score of 2 deleted rows + the score of the 3rd deleted row × 4
Simultaneously deleting 4 rows	The score of the 3 deleted rows + the score of the 4th deleted row × 8
⋮	⋮

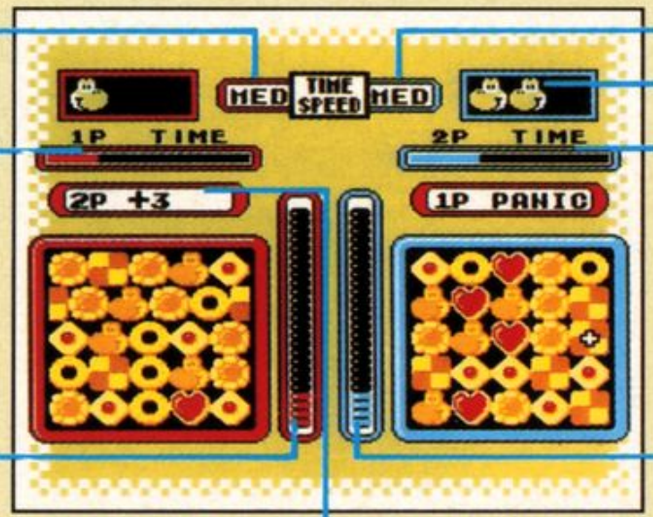
*When deleting two rows or columns simultaneously, the rows below and the columns to the right will disappear first.

HOW TO PLAY THE VS. GAME



Arrange the similar cookies in a vertical column or horizontal row on the 5×5 grid. Your point meter will increase each time you remove a row or column. The player who fills his or her point meter first wins the game. Also, your game will end if you fail to delete a row or column of cookies before the time gauge expires. If you win a game, you will receive a Yoshi Mark. The first player to collect 3 Yoshi Cookies wins the match.

GAME SCREEN



Player 1 time gauge speed

Player 2 time gauge speed

Yoshi Marks

Player 1 time gauge

Player 2 time gauge

Player 1 point meter

Player 2 point meter

This box displays the action that will occur when one player deletes a row or column of Yoshi Cookies.

HOW TO SUCCESSFULLY ATTACK YOUR OPPONENT

When playing against an opponent, the Yoshi Cookie is not a "joker" cookie. A Yoshi Cookie will appear each time one player eliminates a row or column of similar cookies. Once you create a row of 5 Yoshi Cookies, the action in the box above the playing board will occur.

DISPLAYS

−7	Removes 7 points from point meter
−3	Removes 3 points from point meter
+3	Adds 3 points to point meter
PANIC!	Scrambles cookies on specified player's screen
BLIND	Places a shield over the center of the specified player's screen
SLAVE	Allows attacking player to assume control of opponent's cursor

*1P (PLAYER 1) or 2P (PLAYER 2) will also appear in the display to indicate which player is affected by these actions.

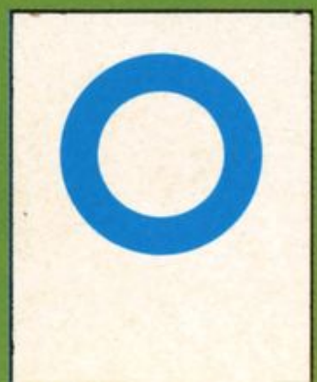
The display box above the playing field changes randomly, so it's possible that you can accidentally hurt yourself and help your opponent! To avoid this, be sure to keep an eye on the display box as you use the Yoshi Cookies.

Example 1

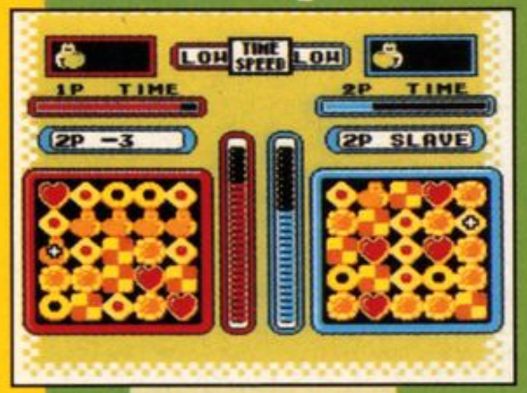
If PLAYER 1 aligns a row or column of Yoshi Cookies when "2P PANIC" is displayed...

...the cookies belonging to PLAYER 2 will scramble.

SUCCESSFUL ATTACK



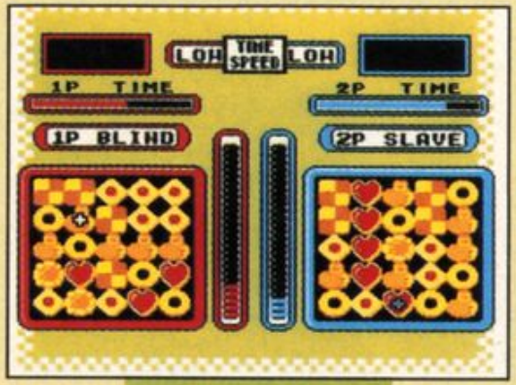
Example 2



If PLAYER 1 aligns a row or column of Yoshi Cookies when "2P-3" is displayed...

...PLAYER 2 will lose three points from his or her point meter.

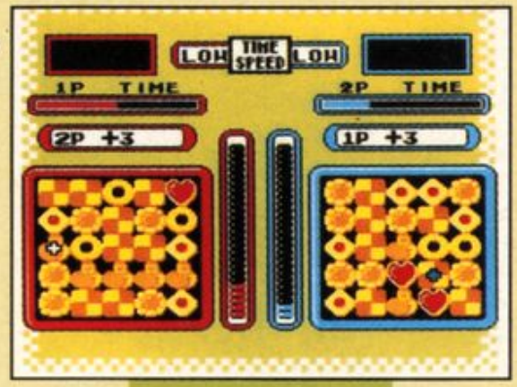
Example 1



If PLAYER 1 aligns a row of Yoshi Cookies when "1P BLIND" is displayed...

UNSUCCESSFUL ATTACK

Example 2



If PLAYER 1 aligns a row of Yoshi Cookies when "2P+3" is displayed...

...his or her own screen (1P) will be temporarily obstructed.

...PLAYER 2 will add three points to his or her point meter.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- — Reorient the receiving antenna
- — Relocate the NES with respect to the receiver
- — Move the NES away from the receiver
- — Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

WARRANTY AND SERVICE INFORMATION

90-DAY LIMITED WARRANTY

HARDWARE*, ACCESSORIES, GAME PAKS ("PRODUCT")

*HARDWARE ONLY: TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE®** Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 6:00 am to 7:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE®** Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.

   To satisfy the needs of our customers, Nintendo maintains a professional network of **AUTHORIZED NINTENDO WORLD CLASS SERVICE®** Centers located in major metropolitan areas and also offers express factory service. In some instances it may be necessary to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE to the nearest service location.

This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, commercial use, modification, tampering, or by other causes unrelated to defective materials or workmanship. This warranty shall not apply if any product serial number has been altered, defaced, or removed.

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